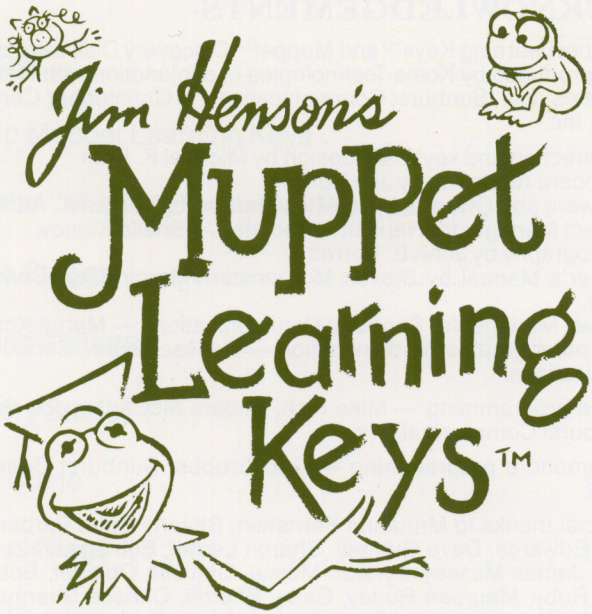
© Henson Associates, Inc. 1984

™Koala
Technologies Corporation



Koala
Technologies Corporation

SOFTWARE BY

ACKNOWLEDGEMENTS

Muppet Learning Keys™ and Muppet™ Discovery Disk were designed and produced by Koala Technologies in conjunction with Henson Associates, Inc., Sunburst Communications, & Christopher Cerf Associates, Inc.

Art direction and keyboard design by Michael K. Frith.
Keyboard rendering by Jim Hunt.
Software and Owner's Manual illustrations by Lauren K. Attinello.
Project Manager for Henson Associates — Sheila Kinney.
Photography by John E. Barrett.
Owner's Manual by Steven Morgenstern/MorningStar Communications.
Project Manager for Sunburst Communications — Marge Kosel.
Computer graphics and animation — Melissa Verber, Sunburst Communications.

Apple programming — Mike Fish, Anders McCarthy, Jon Sweedler; Sunburst Communications.

Commodore programming — Eric Grubbs, Sunburst Communications.

Special thanks to Marianne Bernstein, Beverly Cole, Barbara Davis, Nan Edwards, Dave Gumpel, Sharon Lerner, Bob Lilienfeld, Jim Mahon, James Massey, Lyndon Mosse, Danielle Obinger, Bob Payne, Ken Ruby, Maureen Ruddy, Cathy Sherrill, Christie Sherman, Mary Strieff, Rick Wetzel and Diana Zadarla.

© Henson Associates, Inc. 1984
Muppet & character names are trademarks of Henson Associates, Inc.
Commodore 64 is a registered trademark of Commodore Business Machines, Inc.
Apple is a registered trademark of Apple Computer, Inc.

Software copyright 1984 by Koala Technologies. All rights reserved. Under the copyright laws, the accompanying software packages may not be copied, in whole or in part, without the written consent of Koala Technologies. Unauthorized copy or transmitting of this copyrighted software in or on any medium is strictly prohibited. Under the law, copying includes translating into another language.

TABLE OF CONTENTS

Introduction 1

Setting Up Muppet Learning Keys 2

Running the "Muppet Discovery" Program 4

The Three Stages 6

- Choosing a Stage 7
- Discovery Stage 7
- Letters Stage 12
- Numbers Stage 14

Care and Feeding of Your Muppet Learning Keys 16

Muppet Learning Keys Alphabet 17

INTRODUCTION

Hi ho,

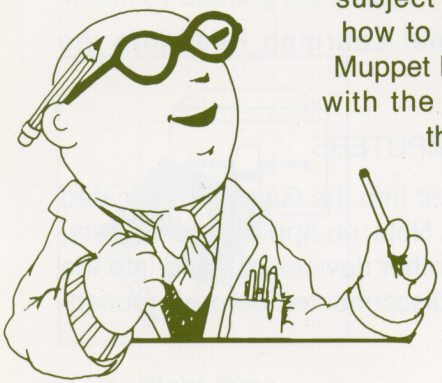
parents, grandparents,
big brothers and big sisters,
and welcome to

Jim Henson's Muppet Learning Keys™

I, Kermit the Frog, am here to help you set up the keyboard and show your kids how to use it. The Muppet Learning Keys makes using the computer easy for even the littlest kids, and it makes learning numbers and letters and colors and things lots of fun.

Folks, let's go ask Dr. Bunsen Honeydew over at Muppet Labs to explain how to set up the Muppet Learning Keys.

SETTING UP MUPPET LEARNING KEYS



Welcome to Muppet Labs, where the future is being made tomorrow. Our subject today is computers, and how to set up the ingenious new Muppet Learning Keys. Let's begin with the system requirements — that's the equipment you will need to use the Muppet Learning Keys.

FOR APPLE COMPUTERS:

- An Apple IIe or IIc
- Disk Drive
- TV or Video Monitor (color highly recommended)
- The Muppet Learning Keys keyboard
- The Muppet Discovery Disk (included)

FOR COMMODORE COMPUTERS:

- Commodore 64 Computer
- Disk Drive
- Television or Video Monitor (color highly recommended)
- The Muppet Learning Keys keyboard
- The Muppet Discovery Disk (included)

Now let's plug the Muppet Learning Keys into the computer.

FOR APPLE IIe and IIc COMPUTERS

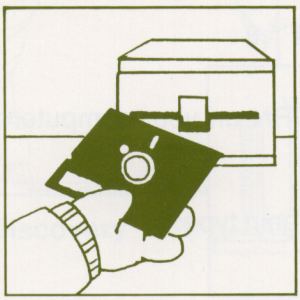
Just plug the 9-pin connector into the Game Port located on the back of the computer. Note: on Apple IIe computers, make sure any joysticks or other devices plugged into the internal 16-pin socket are disconnected before proceeding.

FOR COMMODORE 64 COMPUTERS

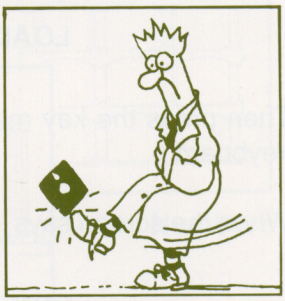
Locate the Controller Ports on the right side of your computer. Gently but firmly insert the plug from the Muppet Learning Keys into Port 1.

RUNNING THE "MUPPET DISCOVERY" PROGRAM

Finally, let's boot the disk and run the program. Oh, I do love that technical talk. No, wait, Beaker, that's not what I meant by booting the disk!



Right Way



Wrong Way

"Booting a disk" means activating the disk drive and getting the computer to "read" a program that's been stored on the disk.

FOR APPLE COMPUTERS

- Turn on your television or monitor.
- Insert the Muppet Discovery Disk into your disk drive, label side up, and close the drive door.
- Turn on your computer.

FOR COMMODORE COMPUTERS

- Turn on your disk drive.
- Turn on your television or monitor.
- Turn on your computer.
- Insert the Muppet Discovery Disk into your disk drive, label side up, and close the drive door.
- When the screen says "READY" type:

LOAD "MUPPET",8

Then press the key marked RETURN on your computer keyboard.

When the screen says "READY" again type:

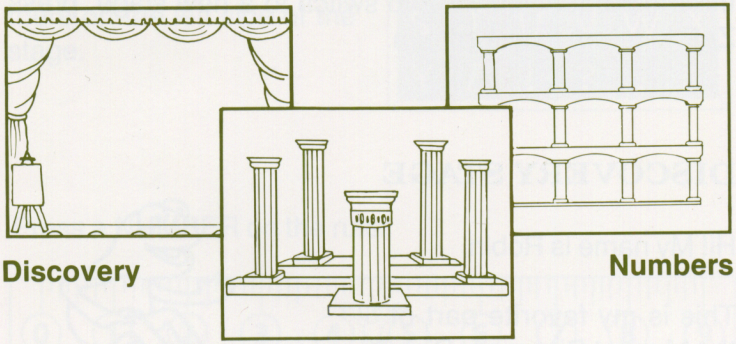
RUN

Then press the RETURN key again.

That about does it for the scientific section of this manual. If you did everything right, you should see Kermit, Miss Piggy and the gang waving at you on your television (or monitor) screen. If you have problems, read this section again and give it another try.

THE THREE STAGES

The Muppet Discovery program has three stages for three different learning activities. To see them, press the GO button down there in the bottom right corner of the Muppet Learning Keys.



Discovery

Numbers

Letters

There you are — those are three stages, alright.

The first is the DISCOVERY STAGE. Any key your child presses in this stage will make something exciting happen on the screen.

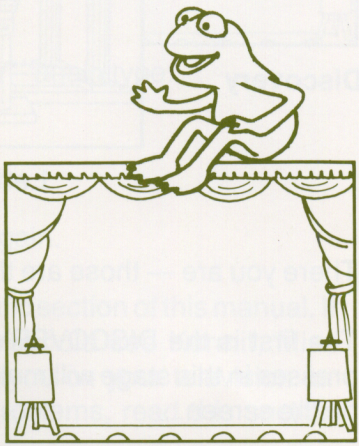
Stage Two is the LETTERS STAGE. This activity will give your child practice in recognizing the letters of the alphabet.

Stage Three is the NUMBERS STAGE. This will help your child learn to recognize the numerals from 0 to 9, as well as to count.

CHOOSING A STAGE

An arrow will point to each stage in turn. When it is pointing to the stage you want, just press the GO key. You can also move the arrow yourself by using the left and right arrow keys on the Official Frog Scout Compass. At any time in the program, if you want to switch to a new stage, press ZAP to return to this screen.

DISCOVERY STAGE



Hi! My name is Robin.

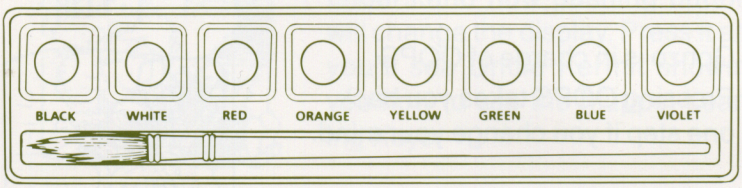
This is my favorite part of the Muppet Discovery Disk, so my Uncle Kermit said I could explain it to you. The Discovery Stage has lots of stuff in it, but kids don't have to know anything about computers to enjoy it — as soon as they start pressing keys, things start happening! And the more they fiddle around with it, the more they'll understand about letters and numbers and colors, and about all the new stuff you can do with a computer.

When you press a LETTER on the chalkboard, *something with a name that begins with that letter* appears on the stage (see the alphabet chart at the end of this manual). The letter is displayed in the easel down there on the left side of the stage.

Press a NUMBER on the ruler

and *that number of things* will appear. And the number will also show up on the easel on the right side of the stage. It's like magic!

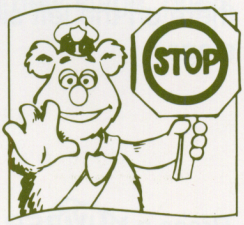
Press a COLOR in the paint set



and *whoosh!* — the things on the stage change to that color. Neat!

To make the display move, you just press the GO signal above my Uncle Kermit's picture on the comic book page.

To stop the stuff from moving, press Fozzie Bear's STOP sign.

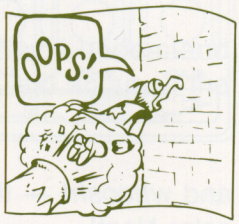


There's another way to make the display move.

Push the button marked SPACE.

Whatever is on the screen will move once each time you press it.

Gonzo is in charge of OOPS. Pressing OOPS takes you back one step if you change your mind.



The punctuation marks,

! ? , .

The math symbols,

and the arrow keys on the compass all make corresponding symbols appear on the screen.

These symbols will also move around when you press GO.

Miss Piggy's HELP key helps kids understand how pushing buttons will change the display. Press it and you'll see Uncle Kermit showing you how to use the Muppet Learning Keys.

To get back to the main Discovery Stage screen, just press GO.

Want to clear the screen and start from scratch?

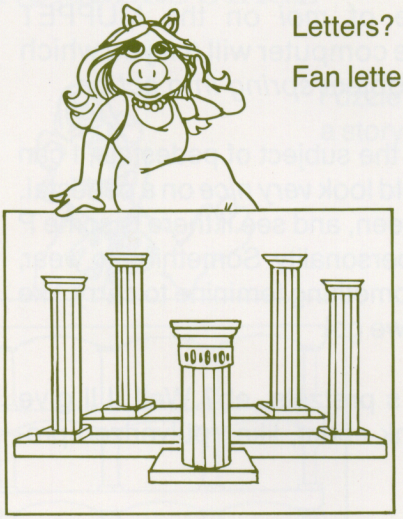
Press the ERASER key.

I thought I had them stumped on this one:

What happens if a *number* is pressed when there is nothing on the stage? They had an answer for me, though — they threw in these little guys called "blobs", and you'll see that number of "blobs" on the screen. Same thing if you pick a *color* and there's no object on screen to color — you'll get a "blob" of color. Try it — they're cute little fellas.

And of course, anytime you want to get back to the screen with the three stages on it and choose a different activity, just press ZAP.

LETTERS STAGE



Letters?

Fan letters for *moi*, perhaps?

Oh, I see, these are letters of the alphabet. My Kermie has asked *moi* to introduce *vous* to the Letters Stage of the Muppet Discovery Disk. As you know, I am not exactly unfamiliar with being on stage . . .

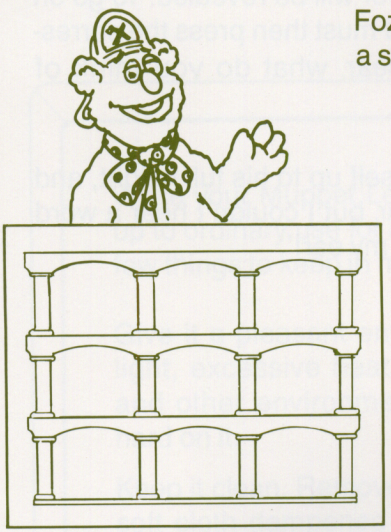
Kermie says children can make everything from Alligators to Zippers perform here. How quaint! For example, an alligator might suddenly appear on the pedestal. "Alligator" starts with "A", so if you press the A key, beautiful music will play and the Alligator will dance for you. But if you press some *other* key — one with the *wrong* letter — the alligator will just *sit* there, and the computer will make a little *noise*, politely reminding you to try again.

But, you ask, what happens if you don't have even the *teeniest* idea what letter the object on the pedestal begins with? *Do not fret!* Just push the HELP key next to that adorable picture of *moi* on the MUPPET LEARNING KEYS, and the computer will *tell* you which key to press to make the object *spring into action.*

By the way, while we're on the subject of pedestals, I can think of someone who would look *very nice* on a pedestal. Let's check out the "P" screen, and see if there is some P word that perfectly fits my personality. Something to wear, perhaps, like perfume, or something feminine to carry, like a lovely little parasol. Here we go!

PRETZELS?! Miss Piggy's pretzels, eh? Well, I'll give them some P words to think about, like "pulverized programmers!" HIIYYAAHH!!

NUMBERS STAGE



Fozzie Bear here, and have I got a story for *you*!

This *Polar Bear* is walking down the street with a banana in his ear, when a *Koala Bear* walks up to him. "Hey, Polar Bear," says the Koala Bear, "get this:"

"The NUMBERS STAGE works much the same way as the letters stage. You'll see a screen full of archways, just like the ones used in the opening of THE MUPPET SHOW. Pictures will appear one at a time in the archways until a number from 1 to 9 is represented. Your child will then be asked to *count* the number of pictures shown and press the corresponding number on the Muppet Learning Keys RULER. If he or she picks the *right* number, the music will play and the pictures will move. But, should the child pick the *wrong* number, the computer will make a sound, suggesting another try.

If, at any time, your child needs a little help in deciding on the right answer, he or she can press the HELP key near Miss Piggy. The correct answer will be revealed. To go on to the next exercise your child must then press the corresponding key. Well, Polar Bear, what do you think of *that?*

And the Polar Bear pulls himself up to his full height, and he replies, "Sorry, Koala Bear, but I couldn't hear a word you said. I've got a banana in my ear!"

Funneeeeeeee!

CARE AND FEEDING OF YOUR MUPPET LEARNING KEYS

While your Muppet Learning Keys will stand up to ordinary use for a long time, there are a few things to keep in mind.

Give it a pleasant environment. Direct sunlight, excessive heat, submersion in water and other environmental extremes can be hard on it.

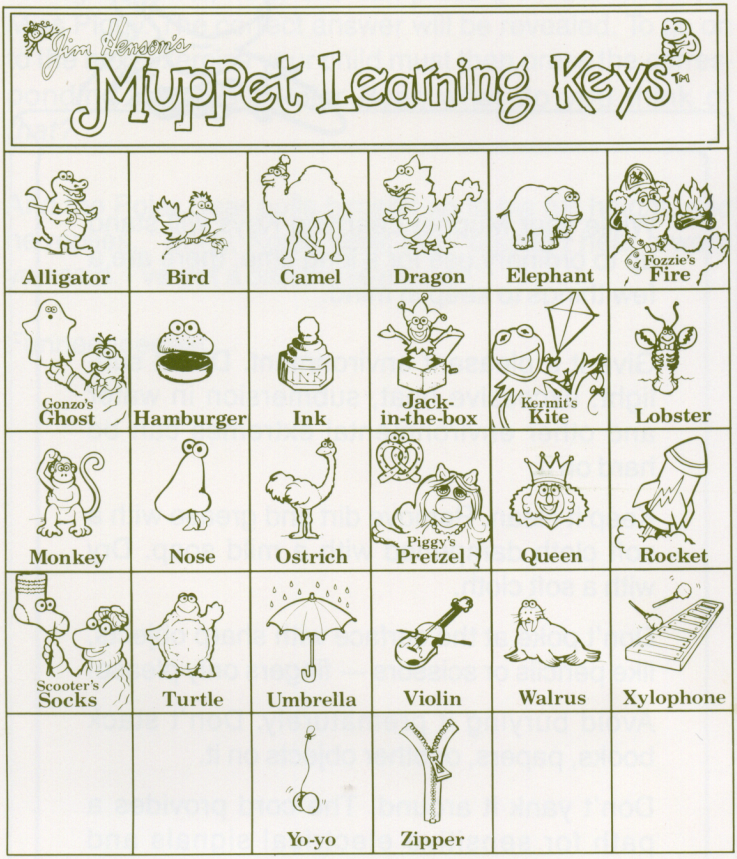
Keep it clean. Remove dirt and grease with a soft cloth dampened with a mild soap. Dry with a soft cloth.

Don't poke at the surface with sharp objects, like pencils or scissors — fingers only please!

Avoid burying it prematurely. Don't stack books, papers, or other objects on it.

Don't yank it around. The cord provides a path for sensitive electrical signals and should not be pulled on or used as a handle.

MUPPET LEARNING KEYS ALPHABET



Get a FREE full-color Muppet Learning Keys poster. See warranty card for details.

Diskette Exchange Form

(Please Print Clearly)

If you want to replace a damaged Koala software diskette, send the diskette back to Koala with a check or money order for eight dollars ($8.00) and we'll send you a replacement diskette.

NOTE: ONLY ORIGINAL KOALA SOFTWARE DISKETTES SOLD WITH A KOALA PRODUCT MAY BE EXCHANGED UNDER THIS POLICY.

Return this form with your damaged diskette and check for $8.00 to

KOALA TECHNOLOGIES CORPORATION
Dept. D
3100 Patrick Henry Drive
Santa Clara, CA 95052-8100

(please print clearly)

Name of Program _____

Computer Model _____

Reason for Exchange _____

_____

_____

Name _____

Address _____

City _____ State ____ Zip _____

Telephone ( ) _____

Part No. 00577-001

The symbol *is a trademark of*
Koala Technologies Corporation

Printed in U.S.A.
Rev. A. 8/84